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1 Health and Safety

Thank you for choosing Spirit Camera™: The Cursed Memoir for the Nintendo 3DS™ system.

Please read this manual carefully before using the software. Please also read your Nintendo 3DS Operations Manual for more details and tips to help you enjoy your playing experience.

Health and Safety Information

IMPORTANT

Before using this software, read all content within the Health and Safety Information application on the HOME Menu.

To access this application, tap the  icon on the HOME Menu, then tap Open and read the contents of each section carefully. When you are finished, press  to return to the HOME Menu.

You should also thoroughly read the Nintendo 3DS Operations Manual, including the Health and Safety Information section, before using Nintendo 3DS™ software.

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Software Rating



For more information,
please visit www.esrb.org.

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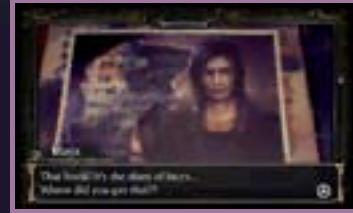
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2 Introduction

What Is Spirit Camera: The Cursed Memoir?

Spirit Camera: The Cursed Memoir is played using the Nintendo 3DS outer cameras to view your surroundings, while referring to the enclosed AR Book.



3 Controls

This game requires you to use the Nintendo 3DS outer cameras to view your surroundings and the AR Book to progress. Some sections are navigated using the buttons.

Note: Some of these button operations can also be carried out by touching icons on the lower screen.

Basic Controls

Select item	
OK/skip	
Cancel/back	
Turn page	
Switch lower-screen display	
Take photo	
Display pause menu	
Display HOME Menu	

Controls for Fatal Frame: The Diary of Faces

Talk	(A)
Switch lenses	(+)
Display menu	(X)

Sleep Mode

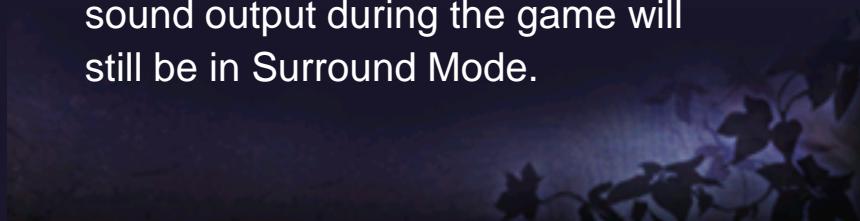
Closing your system during game play will make the system enter Sleep Mode. When your system is in Sleep Mode, the battery consumption is kept to a minimum. When the system is opened, it will wake up from Sleep Mode.

4 Before Playing

Before playing *Spirit Camera: The Cursed Memoir*, please take note of the following:

- Place the AR Book on a flat, well-lit surface.
- If the pages of the AR Book are bent or folded, or if they are dirty, they cannot be recognized by the system. Ensure that the pages of the AR Book in use are flat on the surface and that they are kept clean.
- Keep the AR Book out of direct light, as this can interfere with the outer cameras' ability to recognize it properly.
- When playing this game, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.

- The audio in this game is presented in Surround Mode. Please note that even if the sound output of the Nintendo 3DS system is set to mono or stereo, sound output during the game will still be in Surround Mode.



5 Starting the Game

Mode-Selection Screen

The title screen will be displayed when you start the game. Press or touch the lower screen to display the mode-selection screen.



- Fatal Frame:
The Diary of Faces (page 7)
- Haunted Visions (page 11)
- Cursed Pages (page 12)
- AR Test
A tutorial on using the AR Book.
- Options
Change your settings.

Gyro-Sensor Calibration

The gyro sensor will calibrate when you start a game. Place the Nintendo 3DS on a table or other flat surface, and wait a few seconds. When the gyro sensor is calibrated, Press \textcircled{A} .

Note: Select Calibrate Gyro Sensor in Options to manually calibrate the gyro sensor.

6 Saving Your Game

Saving

As you progress through the story, it will save automatically (autosave) when you reach certain points. The word "Saving..." will appear during an autosave. When photographing spirits (page 11), you can save the photos you've taken on an SD Card. The SD Card must be inserted into the Nintendo 3DS before playing.

If there is not enough space on the SD Card, your photos will not be saved.

Saving and Erasing Data

In Fatal Frame: The Diary of Faces (page 7), selecting The Beginning will overwrite any previously attained game progress. In addition, any saved photos can be deleted using the Nintendo 3DS Camera application, which can be accessed from the HOME Menu.

Reinitializing Save Data

After you select the Spirit Camera: The Cursed Memoir icon on the HOME Menu, existing save data for the game can be deleted by pressing and holding \textcircled{A} + \textcircled{B} + \textcircled{X} + \textcircled{Y} simultaneously. **Once erased, data cannot be recovered, so please be careful.**

- Data can be lost due to user action such as repeatedly powering off and on the system, or removing the Game Card or SD Card while saving. Data loss may also be caused by poor connectivity, due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.



7 Getting Started

Select Fatal Frame: The Diary of Faces from the mode-selection screen to experience the tale of the cursed diary of faces. You can start the game from the menu that follows.

The Beginning

Start the story from the beginning. When starting, you will need to save a photo of your face, taken by the inner camera, for use in the game. Resetting the save data will delete the saved photo of your face.



Continue

Load a saved game.

Scene Selection

Replay scenes from Fatal Frame: The Diary of Faces that you have cleared in the game.

???????

This content will be unlocked once
you have cleared Fatal Frame: The
Diary of Faces.



8 Camera Screen

Game Screen

The upper screen shows your surroundings as viewed through the outer cameras, and the lower screen displays messages and information.



① Lamp

This glows when it detects a spirit.

② Icons

There are four kinds of icons.



Appears when you need to look at a page of the AR Book.



Appears when you need to look around by moving the Nintendo 3DS.



Appears when you need to talk to someone.



Appears when a puzzle requires additional actions in order to be solved.

③ Current lens

④ Hint window

Hints on how to progress in the game are displayed here.

⑤ Talk button

Press this button when you see someone you can talk to.

⑥ Menu button

Displays information and options.

Menu Screen

Info

Access any text items and voices you have found, and view tutorials.



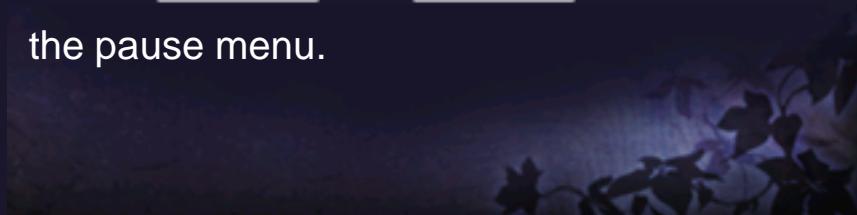
Options

Change your settings.



Pause Game

Press **START** or **SELECT** to display the pause menu.



9 Using the Diary of Faces

Look in the Diary of Faces

When  appears, view the diary of faces with the Nintendo 3DS outer cameras.

Find a Page

Look through the pages of the diary of faces with the outer cameras, and see which page reacts.



Align the Circles

Align the two circles by moving the Nintendo 3DS. When correctly aligned, the circles will glow and trigger an event.



Circles

Hidden Puzzles

If the circles continue to glow, this means another action is required. Use the hints provided to help you.

Looking Around

When  appears, look around you by moving the Nintendo 3DS.



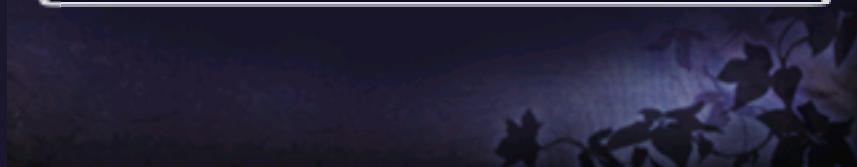
Talk

When you find someone, you can talk to him or her. Press **A** or touch the lower screen when  appears.



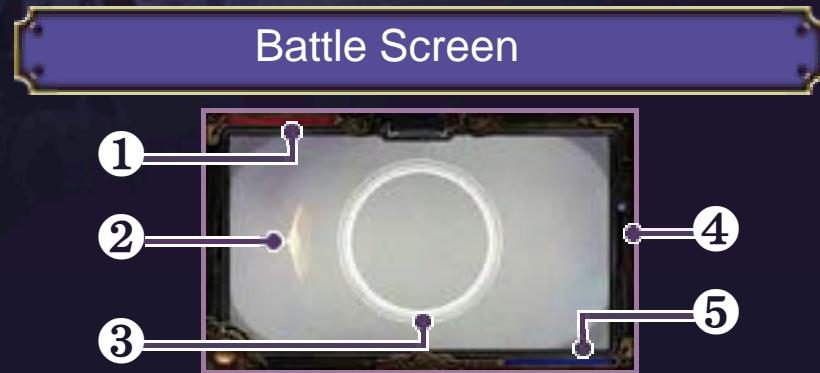
Switching Lenses

When investigating the diary of faces or your surroundings, sometimes the camera will react strangely. In these cases, you can switch lenses using . You will unlock more lenses as you progress through the story.



10 Battling Spirits

The Battle Screen will be displayed when a spirit attacks.



① Spirit's HP

This gauge will deplete when a spirit takes damage. You win the battle when the gauge is empty.

② Detection Guide

When the spirit is outside your field of vision, its location is indicated by an arrow.

③ Capture Circle

Once the spirit is centered within this circle, it can be photographed and damaged.

④ Reload Meter

The Reload Meter depletes when you take a photo. Only when it is full again will you be able to take another photo. The meter takes time to replenish.

⑤ Your HP

This gauge depletes when you take damage from a spirit's attack. When the gauge is empty, it's game over.

Photographing Spirits

You will mostly be fighting with the Zero Lens, though there are special circumstances in the game that require other lenses.

Center the spirit in the Capture Circle, and take a photo when the circle changes color in order to inflict damage.



The Charge Meter

The Charge Meter will begin to glow with Spirit Power when you have centered a spirit in the circle. The more Spirit Power you have charged up, the more damage you will deal.

Note: Only the Zero Lens can charge up Spirit Power.



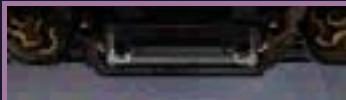
Shutter Chance

If you take a photo when the circle is red, you will deflect a spirit's attack. You won't defend against the attack if you don't pay attention to this timing.



Finding Spirits

You can consult the Detection Guide to determine the direction of a spirit. However, some spirits can hide themselves and cannot be seen using the Detection Guide. Find these spirits with the lamp (page 8).



The lamp is dark if there is nothing in front of you...



...and lights up if you're facing a spirit.



11 How to Play

Haunted Visions uses photos you take with the Nintendo 3DS cameras.

Mode Selection

Once Haunted Visions is selected from the mode-selection screen, three playable options will be displayed in the menu.

Note: When photographing faces, you can switch between the inner and outer cameras.

- Spirit Photography
Take photos of spirits.
- Spirit Check
See what's haunting you and those around you.
- Spirit Challenge
Fight the spirits that emerge from photos of people's faces.

Taking Photos

Take pictures of people and your surroundings with **L** / **R**. If you are going to take a photo that includes someone other than yourself, please be sure to get that person's permission first. Photos you've taken in Spirit Photography mode can be saved to an SD Card and viewed by choosing Nintendo 3DS Camera on the HOME Menu.



12 How to Play

Use the Nintendo 3DS cameras in conjunction with the AR Book to experience various ghostly phenomena.

Choose a Game

Choose Cursed Pages from the mode-selection screen, and select a game from the menu that appears.



As you progress through the games, more will become available.

- Four Strange Masks
Follow the restless gazes of the four masks, and answer the questions put to you.
- The Haunted Doll
Memorize the doll that rises from the AR Book, and use the camera to search your surroundings for the right one.

Note: Additional difficulty levels will become available as you progress through this mode.

13 Copyright Notices

[OpenCV]

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[Mersenne twister]

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